

BASEBALL

GAME INSTRUCTIONS

MG-305

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BASEBALL

Ready, swing and bat — it is a high ball which is out of range. The crowd roars as you make a home run. You have just scored another point for your team.

Now it is your turn to defend. Pitch fast, slow or curved balls to outwit the batter, but do not forget that four wild balls count as a penalty against you.

1. GAME OBJECTIVE

The aim of this game is to score more points than your opponent.

Each player controls a baseball team comprising nine players, and each team takes turns to play offensive and defensive roles.

The defending side has 3 outfielders, 1 infielder, 4 base catchers and a pitcher. The offending side sends out batters.

One point is awarded for each home run scored — i.e. when a player runs round all 4 bases. A game consists of 9 innings and is won by the team with the highest score.

The number of B(BALLs), S(STRIKEs), I(INNINGS) and O(OUTs) is shown on the screen during the game.

B(BALL) — When the pitcher throws a wild ball (a ball that is out reach of the batter), it is flagged as a penalty

BALL. If 4 **BALLS** are pitched to a batter in an **INNINGS**, the batter automatically advances to 1st base, and any other offending players already at a base proceed to the next base.

S(STRIKE) – When a good ball is pitched but the batter misses, it is flagged as a penalty **STRIKE**. 3 **STRIKEs** in an **INNINGS** result in the batter being **OUT**. A second batter then comes in.

I(INNINGS) – When the two teams have both played offensive and defensive roles, it is called an **INNINGS**. There are 9 innings altogether in a baseball game.

O(OUT) – In an **INNINGS**, the offensive role of a team is over when 3 of the players are **OUT**. The teams will then exchange their offensive and defensive roles. An offending player is **OUT** when; –

- (i) he makes 3 **STRIKES**
- (ii) he reaches a base too late, i.e. he leaves a base in an attempt to run to the next one, but the catcher at the next base catches the ball before he reaches it.
- (iii) he hits a high ball which is caught by an outfielder (without the ball touching the ground)

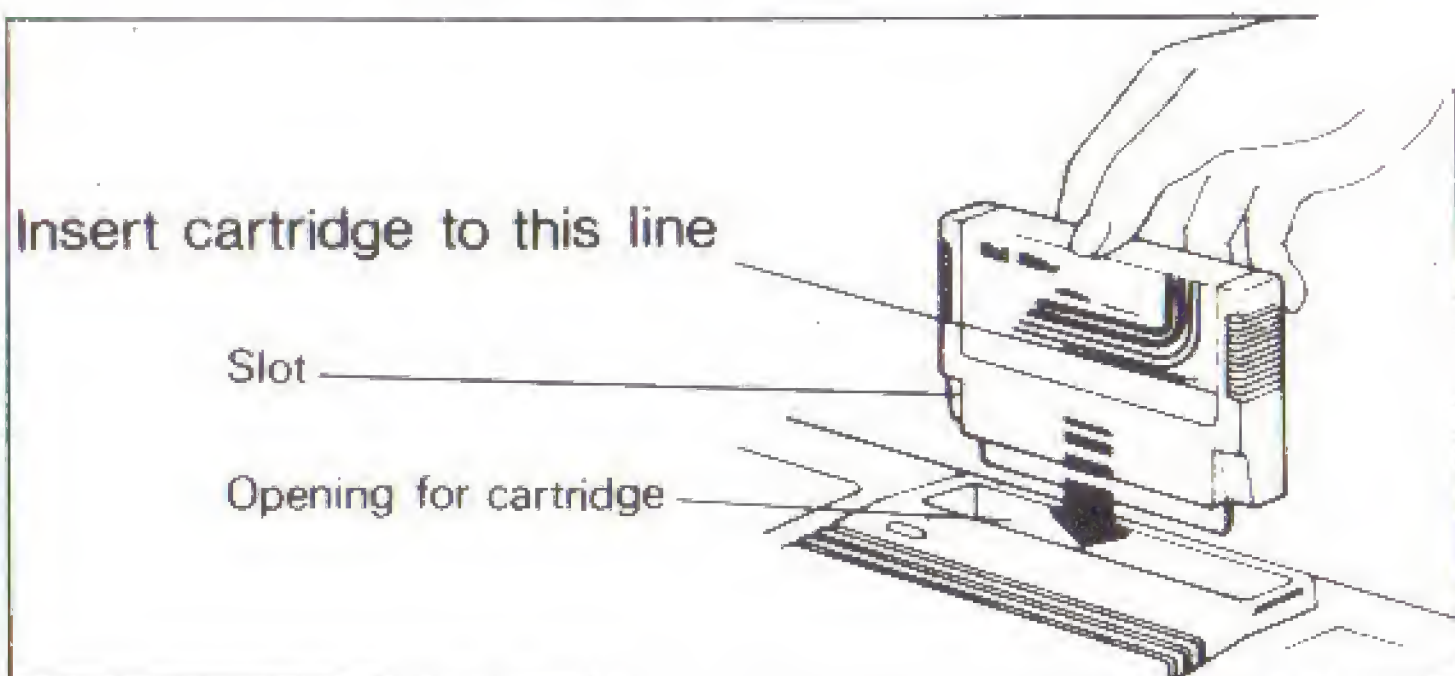
2. GETTING STARTED

Plug in antenna cable and AC adaptor plug of the Master Console in accordance with the instructions given in the Master Console Instruction Manual (MPT-03).

a) Insert Cartridge

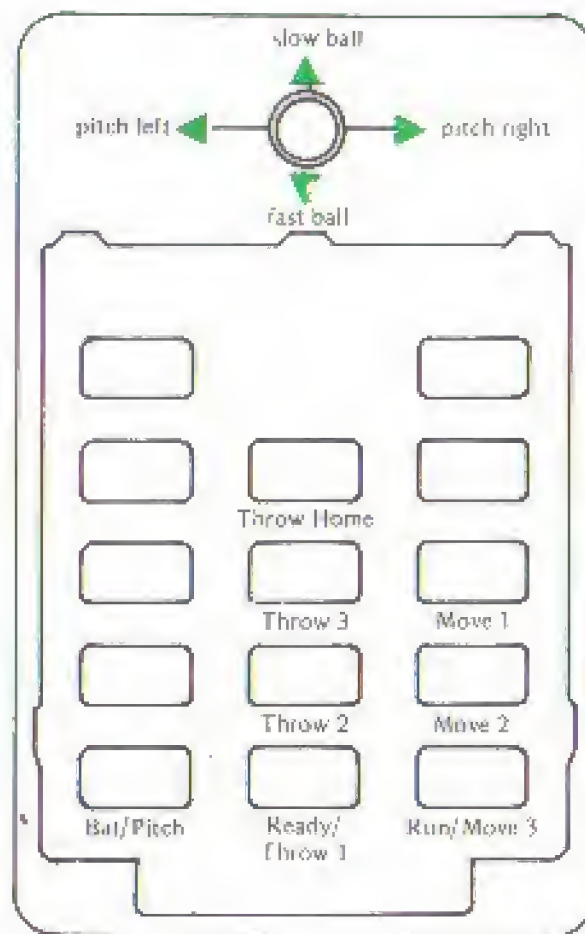
Slide the power switch of the Master Console to the OFF position. Hold the Cartridge with the slots facing the players and insert into the cartridge opening.

Note: The console should be switched off when inserting or removing the cartridge to avoid damage to the Master Console.



b) Hand Controllers

Place the Baseball inlay plates onto the Remote Hand Controllers. Pitching, batting, throwing and running actions are controlled by pressing the corresponding buttons on the keypads. The joystick controls the direction of the ball when pitched and the movements of the outfielders. The layout of the inlay plate is as follows:



Offending Team's manoeuvres

Batch/Pitch : Swing the bat
 Throw Home : —
 Throw 3 : —
 Throw 2 : —
 Ready/Throw : Ready signal to notify the pitcher
 Move 1 : —
 Move 2 : —
 Run/Move : Run to the next base

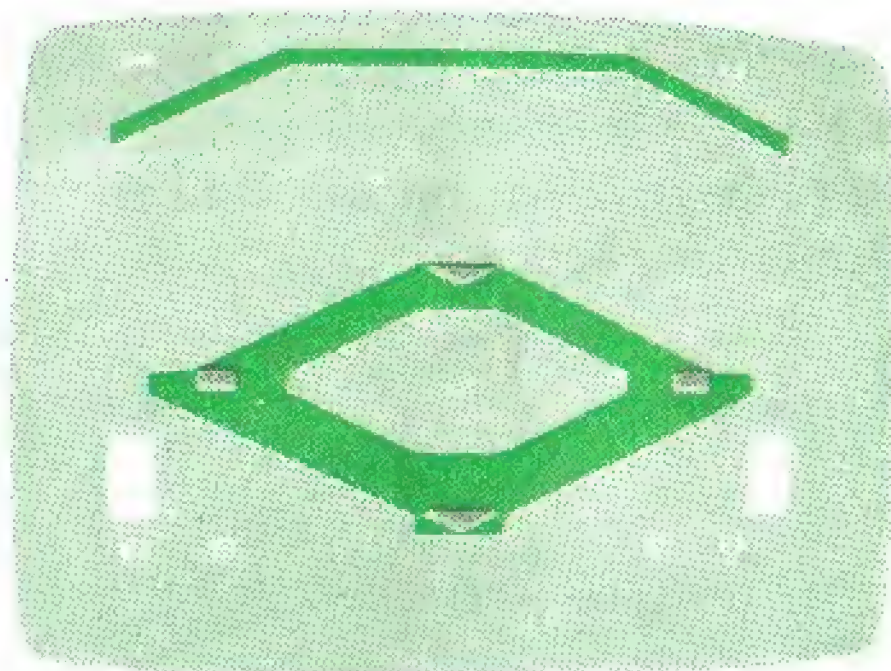
Defending Team's manoeuvres

Pitch the ball
 Throw to home base
 Throw to 3rd base
 Throw to 2nd base
 Throw to 1st base
 Move outfielder 1
 Move outfielder 2
 Move outfielder 3

c) **Start to Play**

Switch on the Master Console.

The entire baseball field appears on the TV screen.



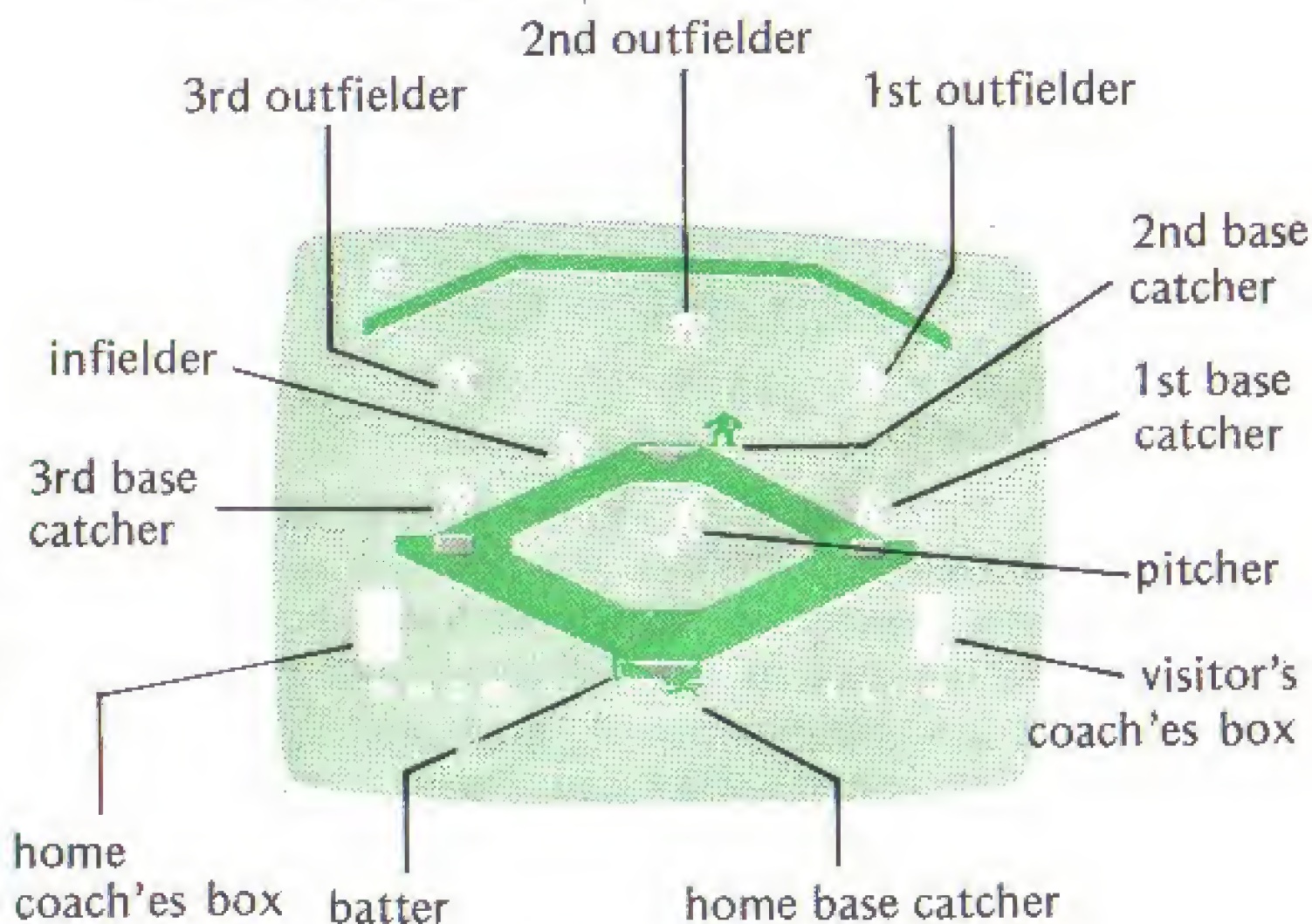
The left controller controls the Home (green) team and the right controller, the Visitors' (red) team. The teams' scores are shown on the upper left- and right-hand corners of the TV screen. At the bottom of the screen, the number of B(BALLs), S(STRIKEs), I(INNINGS) and O(OUTs) are shown. Green and red blocks in the lower corners of the screen represent the coaches' boxes.

Press CLEAR button.

Previous memory of the game is cleared.

Press GAME START button

A welcoming tone greets the players as they march onto the field. The Green (HOME) team always takes the defensive role first. The defending team's players — 3 outfielders, 1 infielder, 4 base catchers and a pitcher — take their positions on the field and the offending team sends out a batter.

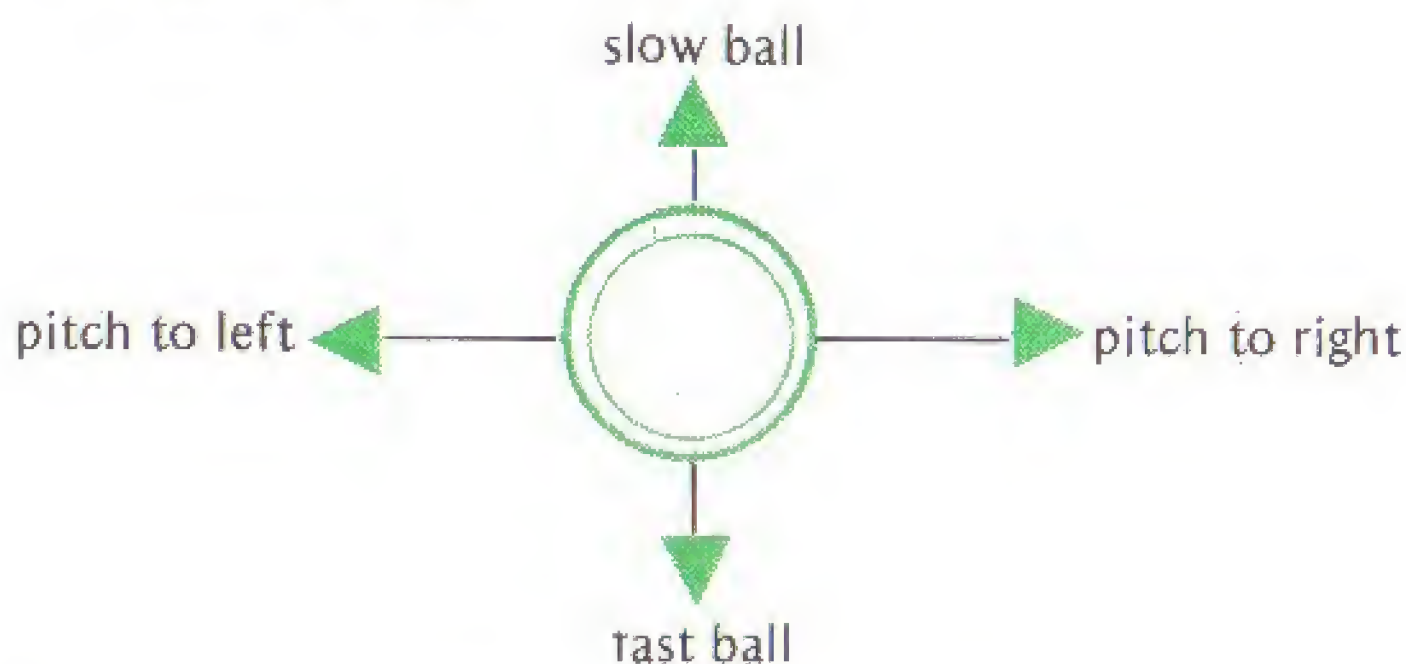


3. CONTROLS AND MOVEMENTS

a) Pitch and Bat

The Batter presses the READY button (which is accompanied by a "bib-b" sound) to inform the pitcher that he is ready.

The pitcher presses the PITCH button and at the same time moves his joystick to control the speed and angle of the ball.



Joystick control of pitching

The batter presses the BAT button at the appropriate instant to hit the ball.

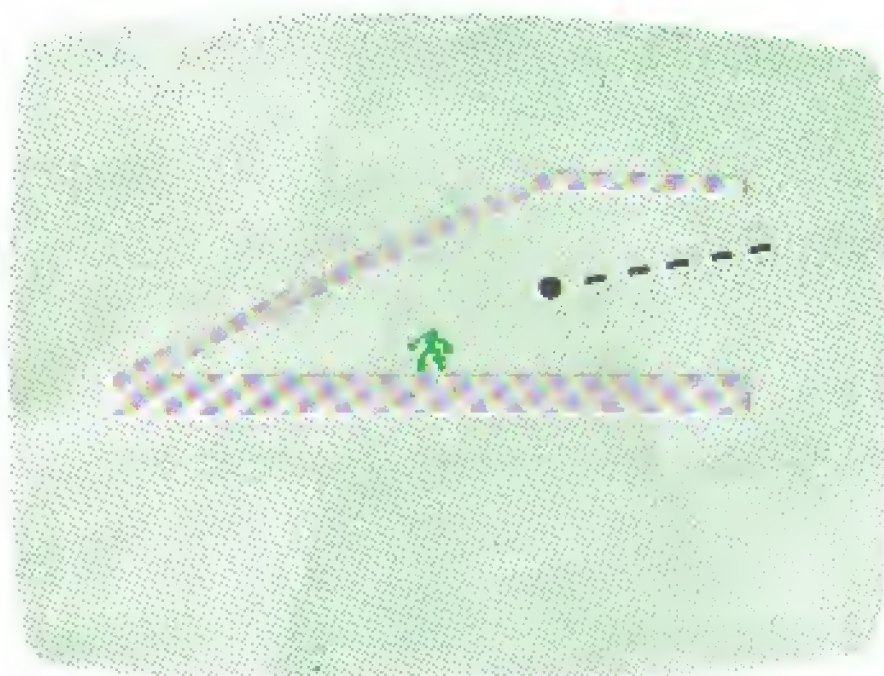
Note: 3 STRIKES and batter is OUT

4 BALLS and the batter and other player(s) already at base(s) automatically advance(s) to the next base

b) Catch, throw and Run

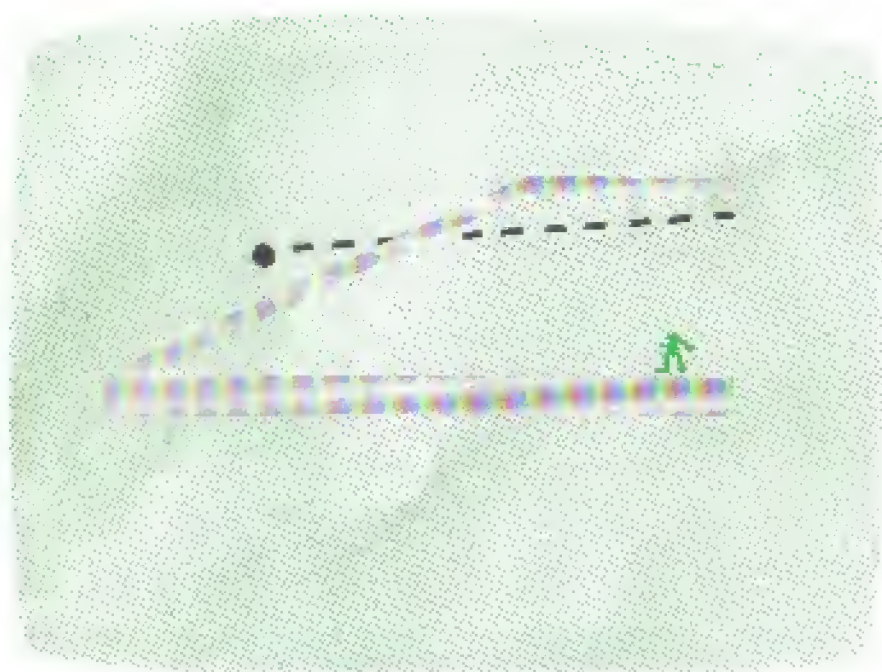
For the defending side—

- (i) If an infielder or a base catcher catches a ground ball, it will be thrown to the first base automatically.
- (ii) If a ball is hit into the outfield, an outfielder has to be moved to pick up the ball. Press either "MOVE 1", "MOVE 2" or "MOVE 3" as appropriate, and at the same time move the joystick to direct the nearest outfielder to the ball.
- (iii) When an outfielder picks up the ball, press "THROW 1", "THROW 2", "THROW 3" or "THROW HOME" in an attempt to get the offending runner(s) out.
e.g. If an offending player is running from the 2nd base towards the 3rd, you can press "THROW 3". If the ball reaches the 3rd base earlier than the runner, he is OUT. The ball is then automatically thrown to the pitcher to start another sequence.
- (iv) If a high ball is hit into the outfield, a close-up view of the ball and surrounding area is displayed on the screen.



Close-up high ball screen.

If there is no outfielder within range, there is nothing the defending team can do. However, if an outfielder is within range, he will be shown in the close-up view. Try to catch the ball by moving this outfielder with the joystick. If the outfielder misses, the original scene will be resumed and you have to move an outfielder to pick up the ball as in (ii). If the outfielder catches the ball, the batter is OUT. If it is an out-of-range ball, the outfielder cannot do anything — the batter automatically scores a home run and any offending players already at a base can run to the home base.



An out-of-range ball

For the offending side —

- (i) The batter will automatically run to the 1st base after hitting the ball.
- (ii) If it is a high ball and the defending outfielder misses, press “RUN”. All offending players that are at a base will then run to the next base.
- (iii) It is up to you to decide whether to move the players or leave them where they are, depending on your opponent’s reaction.
e.g. If one of your players is at 1st base and your opponent makes a mistake by pressing “THROW 3”, then you can move your player to 2nd base by pressing “RUN”. However, if your opponent

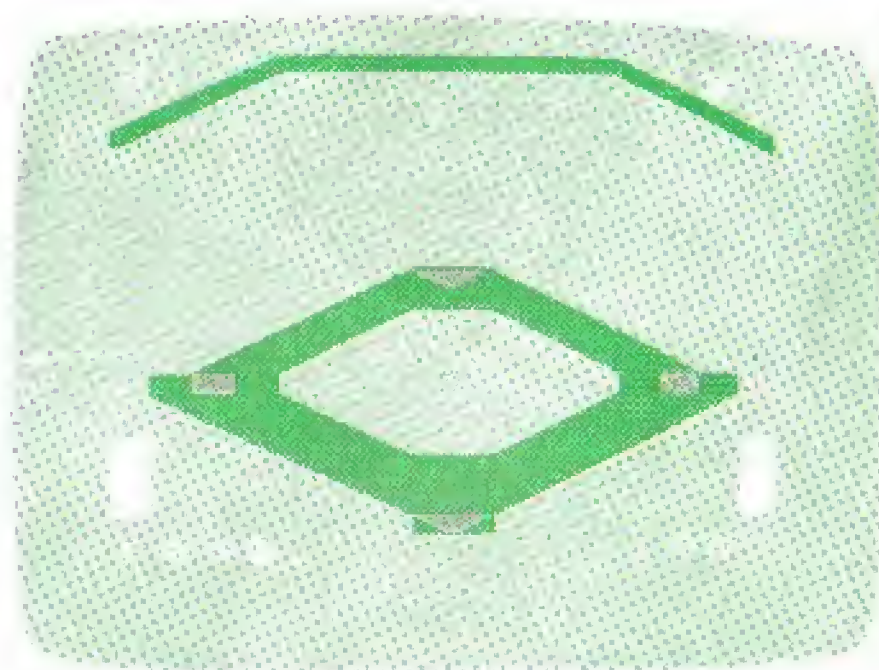
presses "THROW 2" after you have pressed "RUN", your player may be OUT, depending on who reaches 2nd base first.

4. SCORING

One point is scored when an offending player makes a home run i.e. runs round all 4 bases — from batting to 1st base, 2nd base, 3rd base and back to home base again. The team with the highest score after 9 innings wins.

5. END OF GAME

The game is over when all 9 innings have been played. The players leave the field and return to their coaches' boxes. The final score is displayed on the screen.



END OF GAME DISPLAY

6. START NEW GAME

Press CLEAR and then GAME START button for a new game.

7. Operation Flow Diagram

